DEVIL MAY CRY 2™

MATURE
M
CONTENT RATED BY ESRB

CAPCOM®

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM®

A SPECIAL MESSAGE FROM CAPCOM ENTERTAINMENT

Thank you for selecting DEVIL MAY CRY™ 2 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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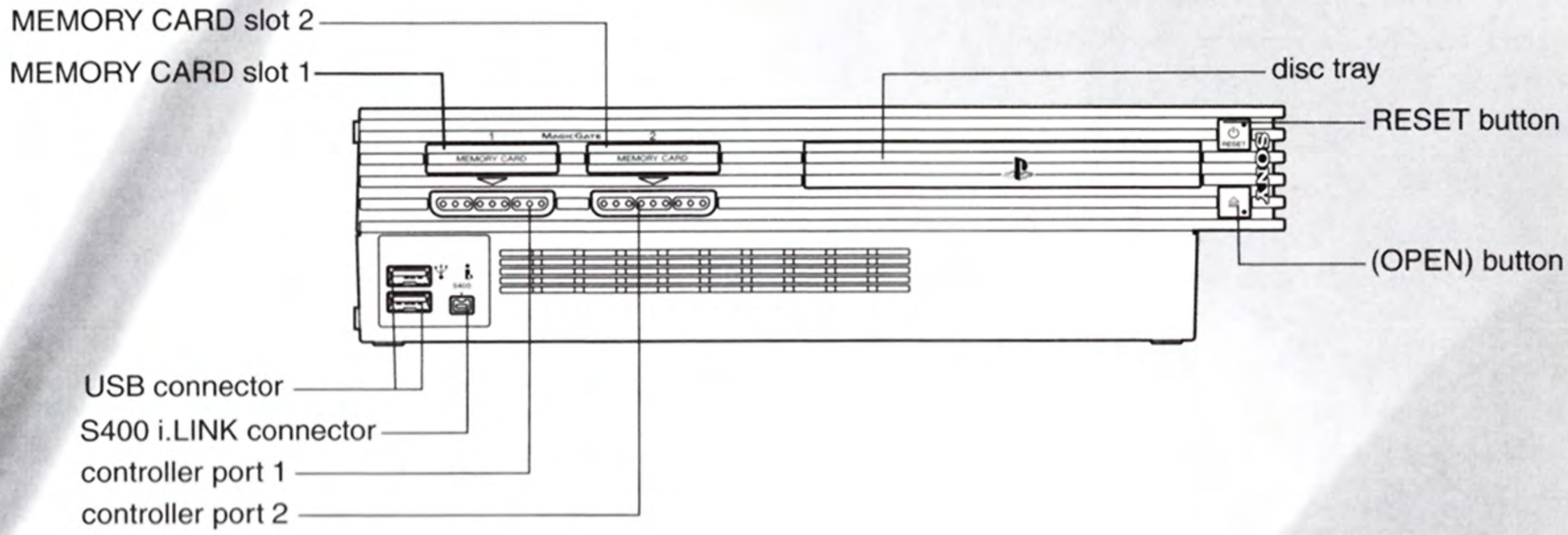
SETTING UP

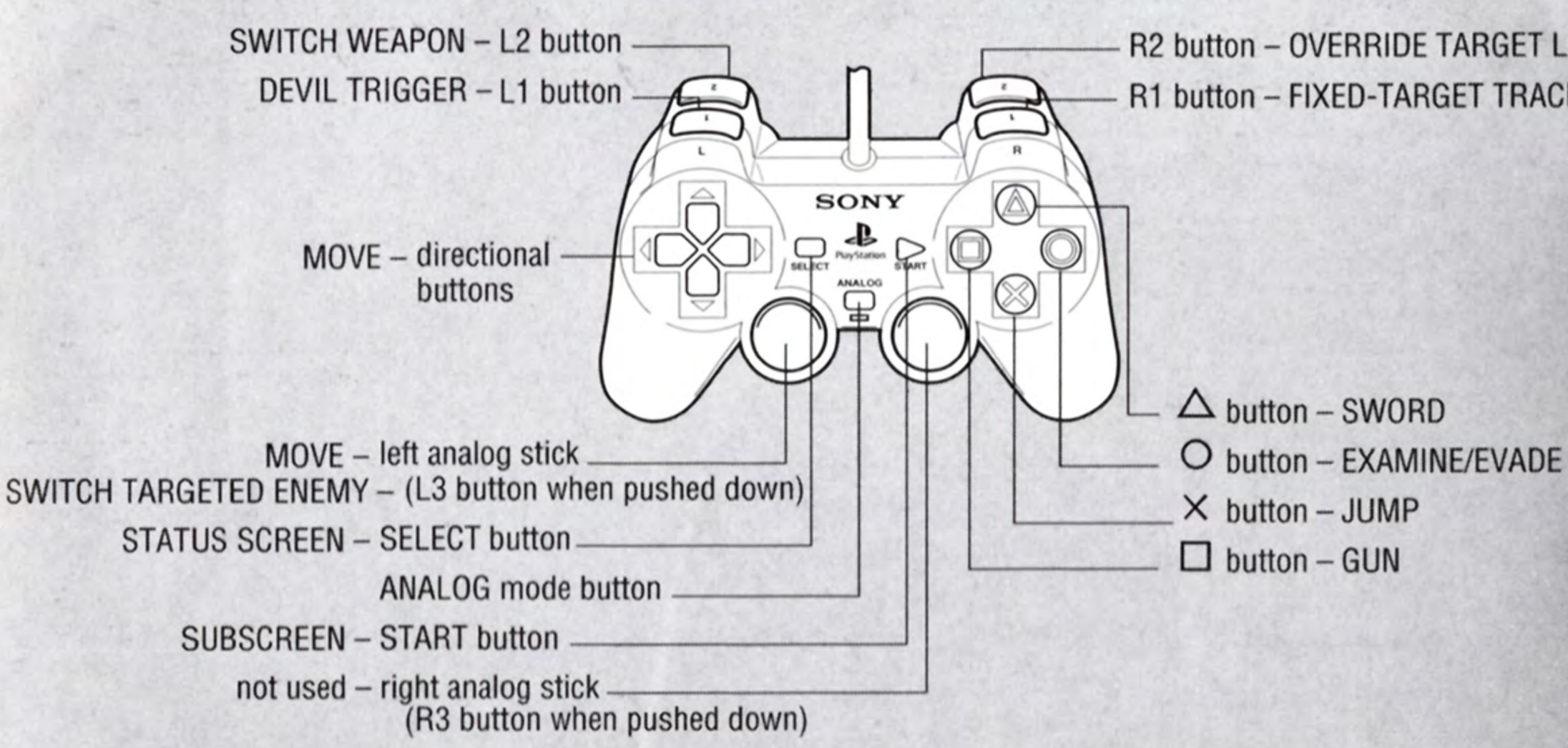


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

Place the DEVIL MAY CRY™2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER


SWITCH WEAPON – L2 button
DEVIL TRIGGER – L1 button
R2 button – OVERRIDE TARGET LOCK-ON
R1 button – FIXED-TARGET TRACKING
MOVE – directional buttons
△ button – SWORD
○ button – EXAMINE/EVADE
× button – JUMP
□ button – GUN
MOVE – left analog stick
SWITCH TARGETED ENEMY – (L3 button when pushed down)
STATUS SCREEN – SELECT button
ANALOG mode button
SUBSCREEN – START button
not used – right analog stick
(R3 button when pushed down)
SONY
PlayStation
SELECT
START
ANALOG

CONTROLS

L2 button	SWITCH WEAPON (long range/short range)
L1 button	use DEVIL TRIGGER
R2 button	OVERRIDE TARGET LOCK-ON
R1 button	FIXED-TARGET TRACKING
left analog stick (or directional buttons)	highlight menu option MOVE player
L3 button	SWITCH TARGETED ENEMY
SELECT button	display STATUS SCREEN
START button	pause/display SUBSCREEN
△ button	cancel menu option use SWORD
○ button	EXAMINE/EVADE
× button	accept menu option JUMP
□ button	use GUN

CONTROLLER VIBRATION

In Option mode, you can turn VIBRATION ON to set the controller to vibrate in response to player movement.

DANTE ULTIMATE DEVIL HUNTER

THIS TRASH-TALKING, COOL-AS-ICE DEMON SLAYER ATTACKS USING BOTH HIS LONGSWORD AND HIS TRUSTY REVOLVERS. POSSESSING BOTH STREET SMARTS AND THE STRENGTH OF EVEN THE STRONGEST DEMONS, DANTE CAN JUMP LONG DISTANCES, PERFORM ACROBATIC DOUBLE JUMPS AND BOUND OFF WALLS TO GET WHERE HE NEEDS TO GO.

SPECIAL ATTACKS . . .

HIGH TIME R1 button + ⬆/⬇/⬅/➡ + △ button

- Press the left analog stick or directional button "back" (toward Dante's back).
- Knock enemies into the sky with this powerful slice.

STINGER R1 button + ⬆/⬇/⬅/➡ + △ button

- Press the left analog stick or directional button "forward" (toward Dante's front).
- Dash forward with sword extended and stab the enemy.

RAIN STORM ✕ button, then R1 button + □ button

- Fire off this attack during a jump.

LUCIA BEARS A TERRIBLE SECRET

LITHE, QUICK AND AGILE, THIS MYSTERIOUS, SEXY DEMON FIGHTER WILL PROVE THAT SHE IS A FORMIDABLE FOE. HER FIRST WEAPONS OF CHOICE ARE TWO ORNATELY CRAFTED CURVED DAGGERS FOR ATTACKS OF THE UP-CLOSE AND PERSONAL NATURE. SHE MOVES LIKE A CAT AND USES THROWING KNIVES FOR LONG-RANGE ATTACKS. WHEN CORNERED, LUCIA WILL EXECUTE HER STUNNING TRIPLE WALL JUMP.

SPECIAL ATTACKS . . .

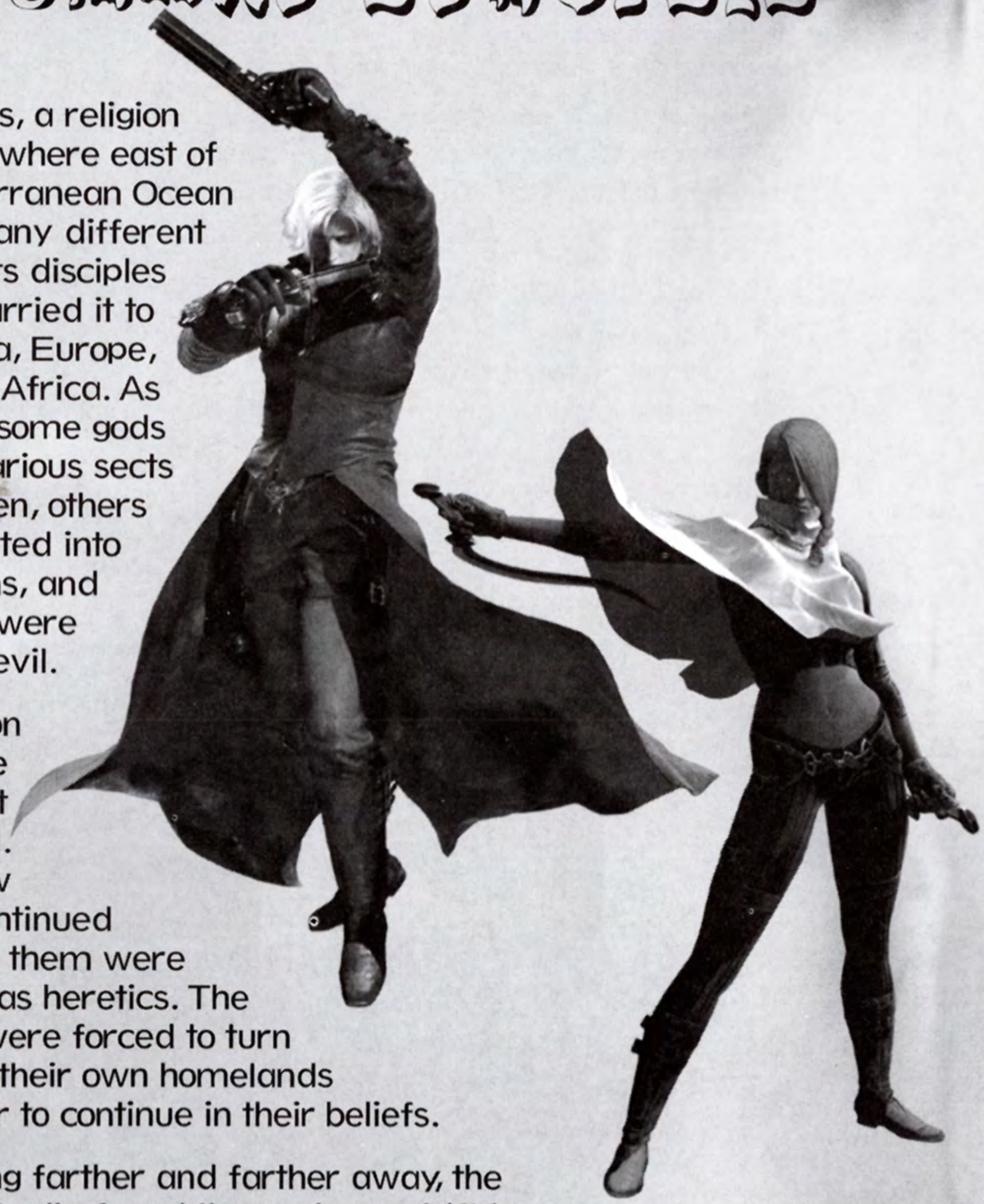
SKY HIGH R1 button + ⬆/⬇/⬅/➡ + △ button

- Press the left analog stick or directional button "back" (toward Lucia's back).
- Power kick enemies into the stratosphere.

RAPID FIRE R1 button + ⬆/⬇/⬅/➡, then □ button in midair

- Fire off a jump kick in midair.

DUMARY SYNOPSIS



In ancient times, a religion arising somewhere east of the Mediterranean Ocean split into many different factions. Its disciples quickly carried it to western Asia, Europe, and North Africa. As time passed, some gods from the various sects were forgotten, others were assimilated into other religions, and still others were shunned as evil.

For one reason or another, the gods all but disappeared. What few people continued worshipping them were branded as heretics. The dissenters were forced to turn their backs on their own homelands in order to continue in their beliefs.

Venturing farther and farther away, the outcasts eventually found themselves adrift in an unknown land floating on the outskirts of the New World. This was Dumary Island.

Hordes of refugees of different races, beliefs and languages crossed over to the island. The first to arrive followed the sea routes of the old Viking explorers, around the North Pole and through the Pacific Ocean. Following them came runaway slaves seeking sanctuary.

The newcomers all had a single common point—belief in a pagan religion. Tribes that had historically skirmished over old differences running deep in their cultures now lived together peaceably on the same island.

As the generations passed, the former strangers blended together into a single people. Their mix of different languages, ethnic customs and various gods gave birth to new, totally unique religions.

The gods worshipped by the new blend of people were an ancient family of beings inhabiting a different dimension. They wielded strange powers and existed outside the concepts of right and wrong. Deities that were considered evil or pagan in the old world were, on Dumary Island, simply thought of as "other gods"—there were far too many of them to count. Rites performed in honor of these idols often resembled exorcisms and demon sealing ceremonies.

The priests of these cults were known as "guardians" and were sometimes called upon to protect the gods and their worshippers. Many were the legends of guardians who had borrowed the power of their own gods to defeat enemy gods. One recent tale, only a few hundred years old, told of a great swordsman appearing from "the outside" to aid in exorcising the most evil god of all time.

Over the centuries, Dumary Island's success in supporting the worship of unique religions while maintaining its existence out of the mainstream has been nothing short of miraculous. Lately, however, agents of international corporations have quietly begun infiltrating the island. Their purpose is to acquire the "special ores" discovered in the island's interior.

On Dumary Island, the people's simple religious piety, as well as the fabulous artifacts buried in the inner mountains, are now in great danger ...

STARTING A GAME

GAME DISCS

You can start the game from either Dante's Disc or Lucia's Disc. Both characters have their own personal adventure.

MEMORY CARDS

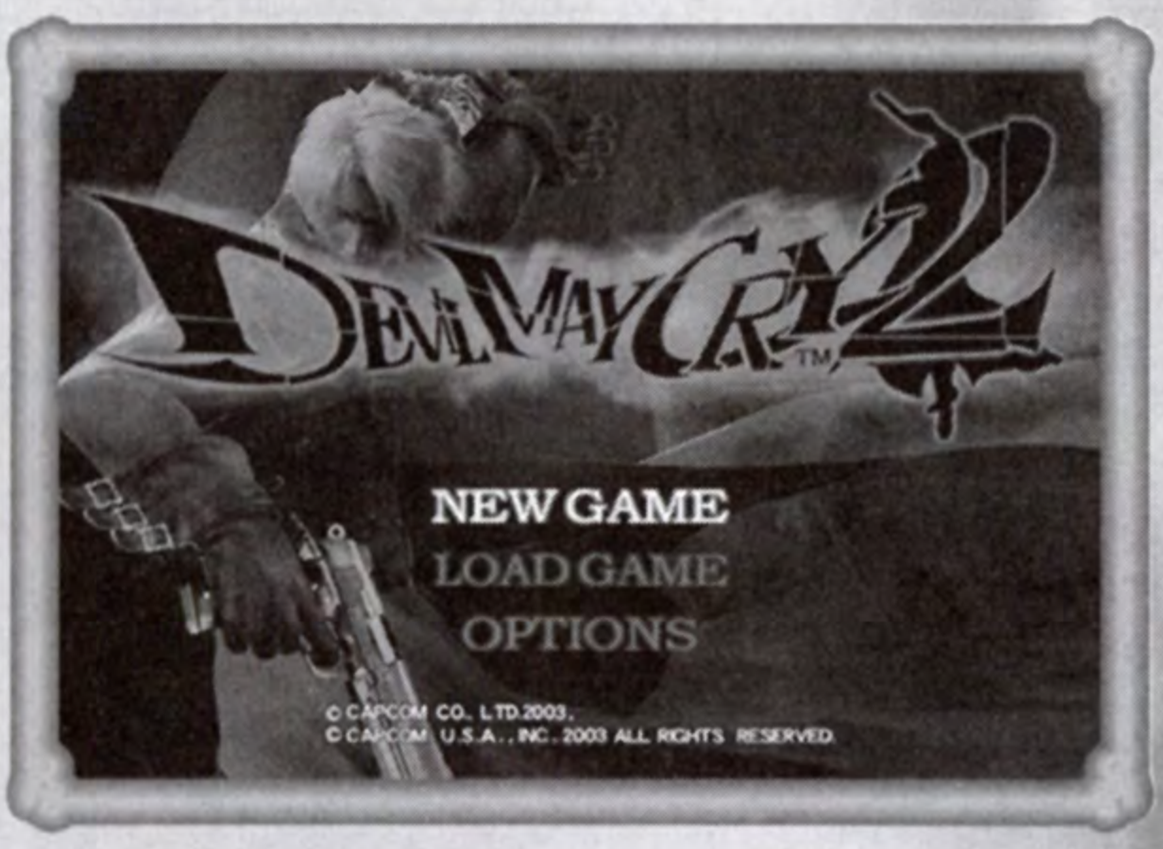
To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 before powering on the system.

Without a memory card, when you power on the system with the DEVIL MAY CRY™ 2 disc inserted, you will see a notice that a memory card is not inserted. Turn off the system, insert a blank memory card (or one with previously saved DEVIL MAY CRY™ 2 games), and then power on again. If you don't have a memory card, you can play without saving.

- This game requires 368kb of free space on a memory card in order to save games. If less free space exists, erase older data.
- Do not remove the memory card or power off while data is being saved or loaded. Your game data may be lost if you do.

MAIN MENU

At the Title screen, press the START button to display the Main Menu. Press the directional buttons or move the left analog stick ↑/↓ to make selections, and press the × button to confirm.



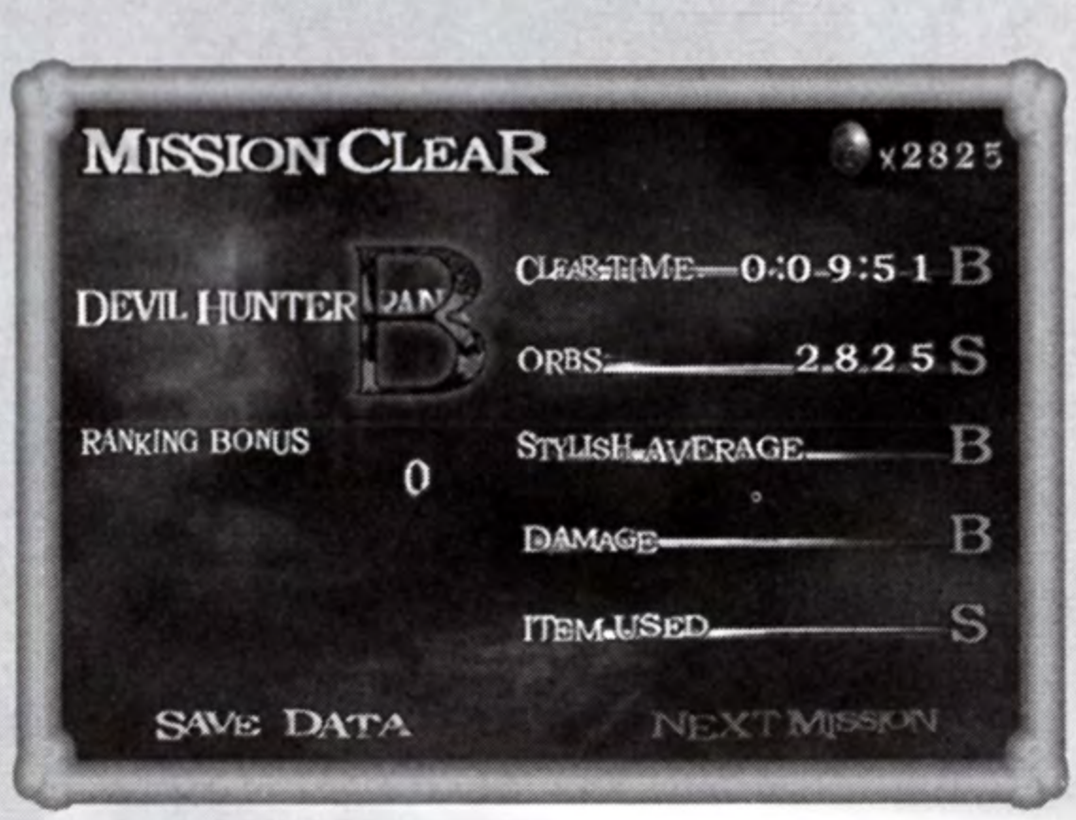
- NEW GAME – Start a new DEVIL MAY CRY™ 2 experience from the beginning.
- LOAD GAME – Resume a previously saved game from a memory card. You'll start from the beginning of the last-played mission. (Insert any memory card containing previously saved DEVIL MAY CRY™ 2 games before powering on.)
- OPTION – Adjust various game settings. To enter Option mode from gameplay, press the START button to pause the game and display the Subscreen.

MISSIONS

MISSION 1
Toward the north,
the hunter of dark blood
will realize his destiny.
–"Guidepost for the Hunters" Chapter 1 Clause 3
MISSION START

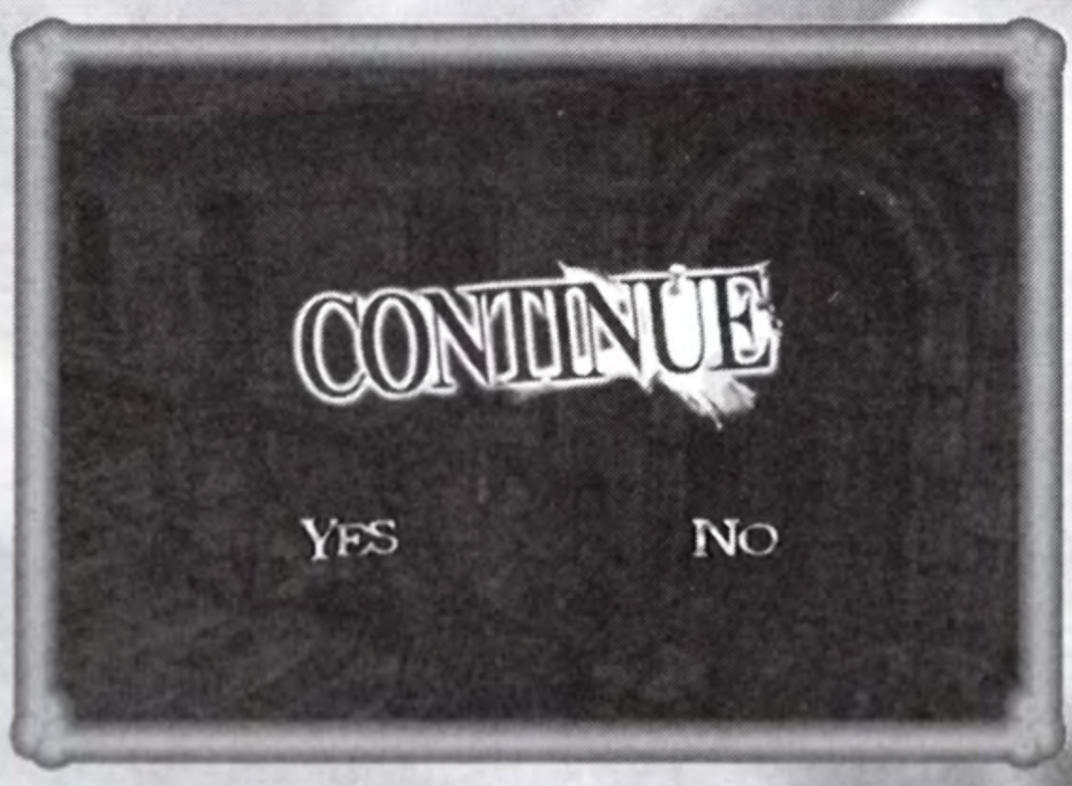
Your goal is to complete missions by solving puzzles, collecting items and powering up your character. Each mission has a unique set of requirements you must fulfill.

- Use red orbs to power up between missions.
- Examine time statues to power up during missions.
- Visit the Subscreen/Status menu to choose weapons and items.
- You can acquire more items if you have enough red orbs.
- View your results at the end of each mission. You'll also be ranked based on how well you played the mission.
- After clearing a mission, you'll advance to the next, more difficult challenge.



GAME OVER

Enemy damage drains your vitality. When the attacks overcome you and your vitality plummets to zero, you lose! (You can power up your vitality before this happens.)

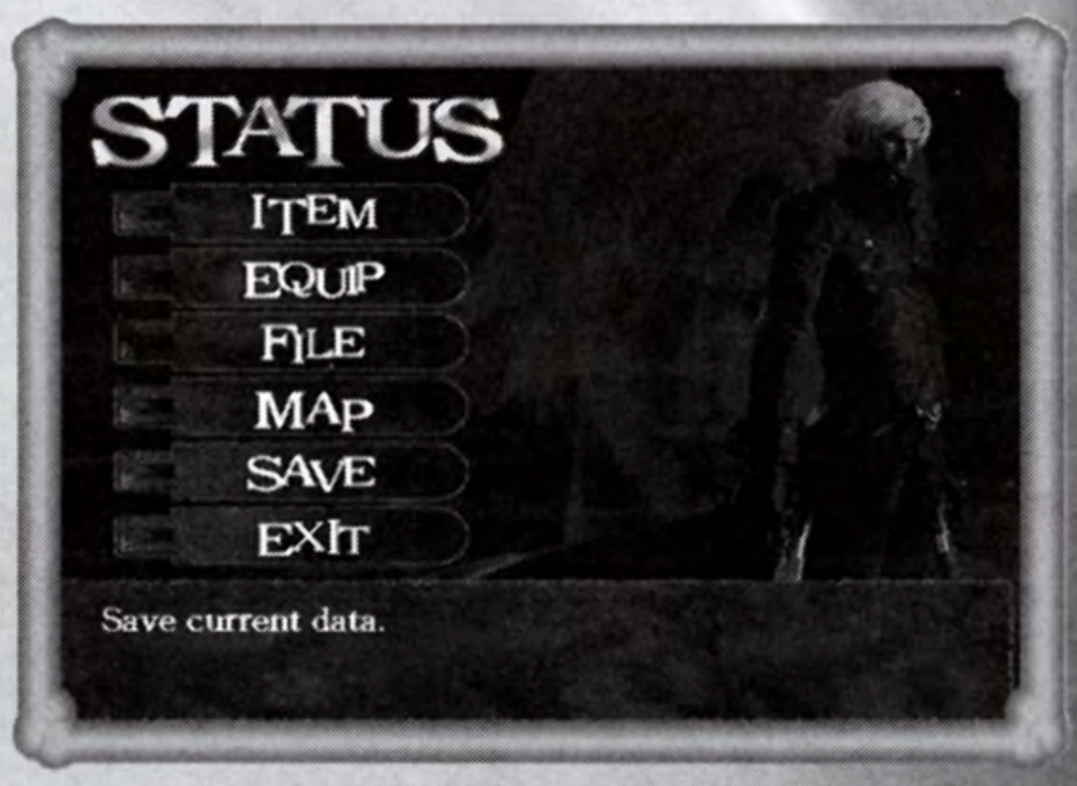


GAME CONTINUE

When you die, you can resume the game from the last checkpoint you passed. If you've collected a golden orb, you'll revive at the location where you were defeated.

GAME SAVE

Save your game in progress (before you die!) by selecting SAVE from the Subscreen/ Status menu. Even if you save a game in the middle of a mission, when you load the game you'll restart at the beginning of the mission.



- This game requires 368kb of free space on a memory card in order to save games. If less free space exists, erase older data.
- You can save up to 10 games on a memory card. After that, you must erase or overwrite an older save in order to save new data.
- Do not remove the memory card or power off while data is being saved or loaded. Game data may be lost if you do.

GAME SCREEN

- DEVIL HEARTS (AMULETS) – This shows the magic Devil Hearts currently equipped in your amulet. When in demon form (DT mode), your abilities will depend on what Devil Hearts are equipped in the amulet.
- VITALITY – The color bar decreases when you take damage. If you let it drain down to nothing, you lose!
- DT GAUGE – Builds up as long as you're in motion in human form. You use up its energy when you're in DT mode.
- RED ORBS – Number of red orbs you currently carry. You collect red orbs during a mission and use them to acquire items and power up your character.
- STYLISH COMBO RATING – Appears during battle based on how well you chain together various attacks. Repeated successive attacks, direct hits, well-timed dodges, etc. increase both your stylish combo rating and the number of red orbs you have.
- WEAPON SWITCH – Shows the weapon available for you to switch to.
- BOSS VITALITY – (not shown) While you're in a boss battle, the boss vitality gauge appears at the bottom of the screen. It shows the vitality level of the enemy boss as you fight it. When the gauge drains down to nothing, the boss will be defeated.

SUBSCREEN

Press the START button mid-game to open the Subscreen.

- ✝ Use the left analog stick or directional buttons to highlight an option.
- ✝ Press the ✕ button to confirm or press the △ button to cancel.
- ✝ Highlight EXIT and press the ✕ button to close the Subscreen.

STATUS MENU

Here you can equip items and weapons, check your progress, view the map and save the game. (Press the SELECT button to open the Status menu directly from the game screen.)

- ✝ ITEM – Review your item supply. The number you have of each item is listed on the left. Highlight an item to see its description. Press the ✕ button to use it.
- ✝ EQUIP – Equip AMULETS, SWORDS and GUNS you've acquired by highlighting what you want and pressing the ✕ button. You can equip one sword at a time, or two guns (one in each hand).
- ✝ FILE – Check out your game progress by selecting a category. Your choices are ITEM, WEAPON, ENEMY, and ACTION.
- ✝ MAP – See your current position in the mission. Press the △ button to exit.
- ✝ SAVE – Save your game data by highlighting a save slot and pressing the ✕ button.
- ✝ EXIT – Return to the main Subscreen.

OPTIONS

Adjust various game settings by highlighting an option selection and pressing the left analog stick or directional buttons ⬅/➡.

- ✝ SOUND – Toggle your speaker setting to MONAURAL or STEREO.
- ✝ VIBRATION – Set controller vibration ON or OFF.
- ✝ BRIGHTNESS – Set the brightness of the display by adjusting the color bars. This setting may not be available on certain TVs.
- ✝ DEFAULT – Restore the default settings.
- ✝ EXIT – Return to the main Subscreen.

RESTART

Replay the mission with its original collection of items, weapons and orbs.

QUIT

Choosing YES ends the game and returns you to the Title screen.

ACTIONS

WALK/RUN

- Move the left analog stick slightly in any direction to walk that way.
- Move it all the way in a direction to run. (You can also use the directional button to run.)

JUMP

- Press the X button to jump. The longer you hold down the button, the higher you'll jump.
- Double-jump by pressing the X button again in midair or when you jump against a wall or other surface.
- Use the left analog stick or directional buttons to aim your landing.

EXAMINE

- Move in front of an item and press the O button to check it out.

EVADE

Press the O button while moving the left analog stick to evade enemy attacks:

- JUMPING FRONT ROLL – Press the left analog stick in the direction you're facing + the O button.
- SIDE ROLL – Press ⬅/➡ + the O button.
- BACK FLIP – Press the left analog stick away from the direction you're facing + the O button.
- WALL RUN – Run up a wall by pressing the left analog stick toward a wall + the O button.

SWORD ATTACK & KICK (CLOSE RANGE)

- Press the △ button to attack with your sword or kick. These attacks can damage enemies and pulverize objects.
- Try a midair strike by pressing the X button to jump and then pressing the △ button.
- Press the △ button repeatedly while moving the left analog stick to pull off various repeat attacks. Holding down the R1 button also changes the attack pattern.

GUN ATTACK (LONG RANGE)

- Press the □ button to fire the gun.
- Attack in midair by pressing the ✕ button to jump and then pressing the □ button.
- Hold down the R1 button to change the attack pattern.
- Press the L2 button to switch weapons.

SWITCH WEAPON

- Press the L2 button to change your equipped weapon.

TARGET LOCK-ON & OVERRIDE

- Your weapon automatically locks-on to the nearest enemy.
- Press the R2 button to override the target lock-on. This allows you to fire in the direction your character is facing.

FIXED-TARGET TRACKING

- Press the R1 button to track an enemy you're locked-on to. As long as you hold down the R1 button, you'll remain locked-on regardless of the enemy's location.
- During fixed-target tracking, press in the L3 button to switch the targeted enemy.
- Work hard to master the R1/L3 button combination for seamless enemy targeting and tracking

DEVIL TRIGGER

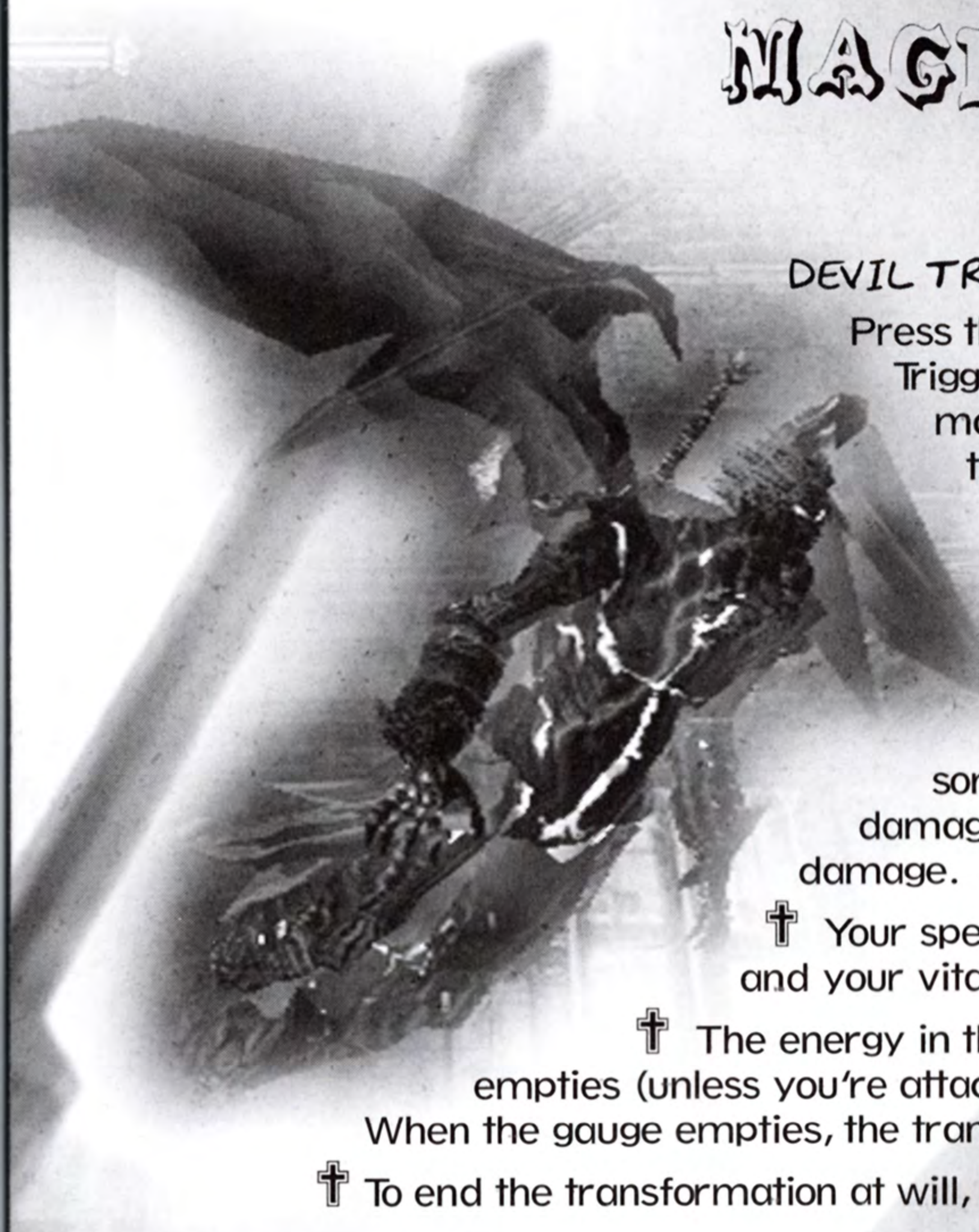
If you have at least one cube of DT energy, press the L1 button to transform into a magic demon. While in DT mode:

- You gain the use of amulets for powerful magic. Your attack power and speed increase, and your vitality is gradually restored.
- Your DT gauge drains. Once it runs out, you'll return to human form. (Fighting in human form gradually refills the DT gauge.)
- Press the L1 button to return to human form at will.

STYLISH COMBO

Striking the enemy numerous times in rapid succession or performing cool super moves earns you bonus points. The stylish combo rating is displayed briefly near the upper right of the game screen. Stylish combos increase your Mission Clear rank. Try to perform them often to raise your rank more quickly.

MAGIC DEMON



DEVIL TRIGGER

Press the L1 button to use Devil Trigger and transform into a magic demon. During the transformation:

- You use the power of Devil Hearts (amulets) to perform various special attacks.
- Your DT gauge refills somewhat whenever you damage an enemy or take damage.
- Your speed and power increase and your vitality is gradually restored.
- The energy in the DT gauge gradually empties (unless you're attacking or taking hits). When the gauge empties, the transformation ends.
- To end the transformation at will, press the L1 button.

DEVIL HEARTS

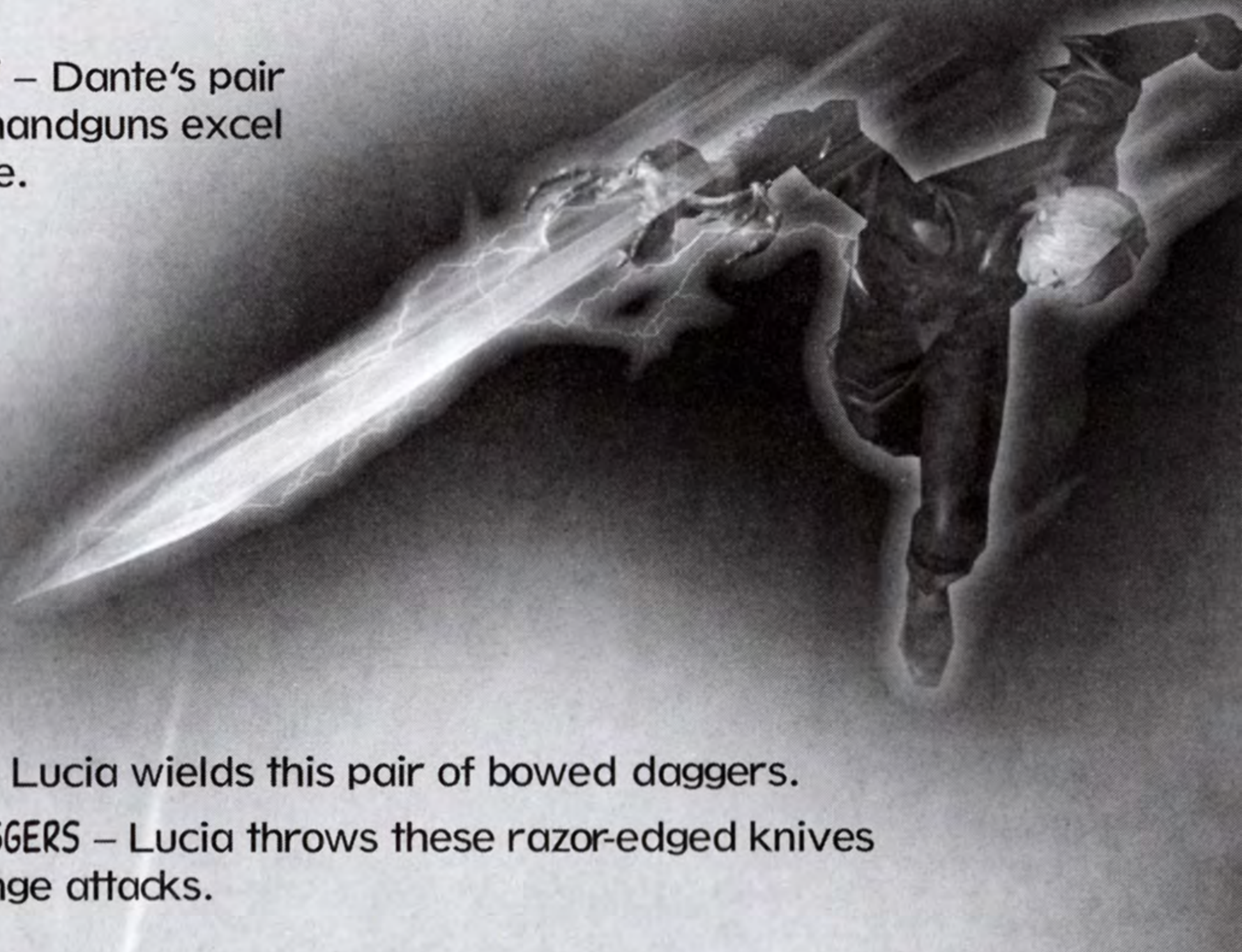
Use Devil Heart amulet power while in DT mode to perform special attacks. You must acquire these amulets during the game. Three initial Devil Hearts await your bidding:

- MOVEMENT DEVIL HEART – Increases your range of action and movement.
- ATTRIBUTE DEVIL HEART – Adds attributes to your attacks.
- SUPPORT DEVIL HEART – Summons various abilities for your support.

You can equip one of each kind of Devil Heart. Once they're equipped, decide which one you'll use by assessing your play style and the mission situation. As you advance through the game, more Devil Hearts appear for you to acquire.

WEAPONS & ITEMS

Powerful weapons and items appear for you to acquire throughout the game. Using them effectively is a key strategy to winning. Some of these objects are listed on this page. (Look for many more!)



GUNS ...

DANTE

- **EBONY & IVORY** – Dante's pair of custom handguns excel at rapid fire.

BLADES ...

DANTE

- **REBELLION** – Dante's cherished longsword and main weapon.

LUCIA

- **CUTLASEER** – Lucia wields this pair of bowed daggers.
- **THROWING DAGGERS** – Lucia throws these razor-edged knives for long-range attacks.

POWER ITEMS

- **VITAL STAR** – Restores your vitality in two different amounts.
- **DEVIL STAR** – Refills the DT gauge in two different amounts.
- **HOLY WATER** – Annihilates all enemies on screen.

ORBS

- **RED** – Trade these (in five different sizes) for other items. Earn one red orb every time you destroy an enemy,.
- **GREEN** – Heals your vitality in three different amounts.
- **WHITE** – Refills your DT gauge in three levels of power.
- **BLUE** – Increases your vitality to its maximum. Collect four pieces of this orb in order to use it.
- **PURPLE** – Increases your DT gauge to its maximum.
- **GOLD** – Lets you continue from the exact point where you were defeated.

HUNTING HINTS

- CHECK & DESTROY – Check everywhere. Slash every suspicious object. You may find an item or orb.
- FIGHT ONE-ON-ONE – When attacked by multiple enemies, you don't want to be surrounded or get an enemy on your back. Use your jumping front roll, side rolls and back flip to keep enemies in your sight. If you're surrounded, use your weapons to effectively defeat and separate them. Turn the situation to your advantage where you can fight one-on-one.
- USE THE POWERHOUSE WALL JUMP! – Jump toward a wall and demolish nearby enemies with this powerhouse attack! When it hits, it pulverizes! Don't forget—you can also shoot guns while jumping.
- FIGURE OUT EFFECTIVE ATTACKS – Certain enemies are weakest against either sword or gun attacks. Check enemy files to see what you can find out. When fighting a boss, watch its vitality gauge for clues to which of your attacks are most effective!
- USE DEVIL TRIGGER – Right before you get in a pinch, pull the Devil Trigger! During DT mode, your body shines with a radiant aura and all your attacks become more powerful. Your sword breaks the- enemy's block, your handgun fires bullets rapidly, the shotgun and grenade are more powerful! You gain abilities to fly and perform lightning attacks. Also, you begin to recover vitality.
- BONUS ACTION – Gain bonuses by successfully combining attacks and performing stunning actions. Your rating will appear in the upper right of the screen.
- RANK UP – Every time you destroy an enemy you earn a red orb and your mission clear score is increased. Think about other ways to raise your score. Go for the highest rank possible!
- HINTS IN THE DEMO – Let the controller idle at the Title screen and a gameplay demo will start. Watch it for loads of gameplay tips. Check out the masterful fighting style!
- TO BEGINNING DEVIL HUNTERS ... This game has a hidden "Easy Automatic Mode" where even first-timers can enjoy fast-paced action! Try your skills first in the normal game, then see if you can find it.

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Ben Judd; PR: Melinda Mongelluzzo, Matt Atwood, Carrie Root and Arne Cual; Special thanks to: Bill Gardner, Robert Lindsey and Customer Service.

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1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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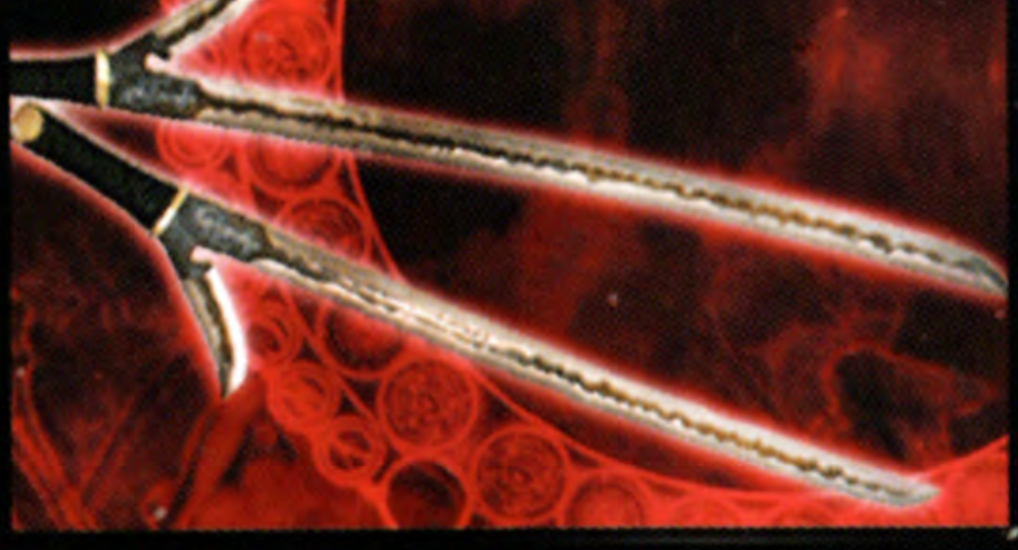

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